

Amendments to the Claims

1 Claim 1 (currently amended): A method of optimizing a shopping list process, comprising steps
2 of:
3 obtaining a shopping list comprising a plurality of items;
4 obtaining one or more factors which a user wishes to use in optimizing a shopping path for
5 the items on the shopping list;
6 programmatically determining a plurality of merchants and locations thereof where the
7 items may be purchased; and
8 programmatically computing the shopping path such that the user can use the shopping
9 path to travel among the locations of at least two selected ones of the merchants, wherein the
10 selected merchants are selected according to the one or more obtained factors.

1 Claim 2 (previously presented): The method according to Claim 1, wherein one of the obtained
2 factors is to optimize a physical length of the shopping path for travelling among the selected
3 merchants.

1 Claim 3 (original): The method according to Claim 1, wherein one of the obtained factors is to
2 optimize a purchase cost for the items on the shopping list.

1 Claim 4 (original): The method according to Claim 1, wherein one of the obtained factors is to
2 optimize a number of merchants on the shopping path.

1 Claim 5 (previously presented): The method according to Claim 1, further comprising steps of:
2 traveling to each successive merchant on the computed shopping path;
3 purchasing zero or more items from the shopping list at each merchant; and
4 programmatically remembering which items from the shopping list have been purchased.

1 Claim 6 (previously presented): The method according to Claim 5, further comprising steps of:
2 programmatically creating a revised shopping list which excludes the programmatically
3 remembered items; and
4 determining whether items expected at a particular one of the merchants were available for
5 purchase, and if not, programmatically recomputing the shopping path after adding the items
6 which were unavailable to the revised shopping list.

1 Claim 7 (original): The method according to Claim 1, wherein the shopping path begins from an
2 identified starting location and terminates at an identified ending location, which may be identical
3 to the starting location.

1 Claim 8 (previously presented): The method according to Claim 1, wherein one or more traveling
2 salesman algorithm implementations are used by the programmatically computing step.

1 Claim 9 (previously presented): The method according to Claim 1, wherein the programmatically
2 determining step further comprises the step of contacting the merchants in a dynamic and
3 automated manner to determine availability of the items on the shopping list.

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1 Claim 10 (previously presented): The method according to Claim 5, further comprising the step
2 of programmatically computing a summary after travelling to the selected merchants, wherein the
3 summary comprises information pertaining to one or more of: which merchants were travelled to;
4 the remembered items which were purchased; a cost of the remembered items which were
5 purchased; a count of merchants travelled to; a cost savings of the remembered items which were
6 purchased.

1 Claim 11 (currently amended): A system for optimizing a shopping list process, comprising steps
2 of:

3 means for identifying a plurality of items on a shopping list;

4 means for identifying one or more factors which a user wishes to use in optimizing a
5 shopping path for the identified items;

6 means for programmatically determining a plurality of merchants and locations thereof
7 where the identified items may be purchased; and

8 means for programmatically computing the shopping path such that the user can use the
9 shopping path to travel among the locations of at least two selected ones of the merchants,
10 wherein the selected merchants are selected according to the one or more identified factors.

1 Claim 12 (previously presented): The system according to Claim 11, further comprising means
2 for programmatically remembering which items from the shopping list have been purchased while
3 traveling to each successive merchant on the computed shopping path.

1 Claim 13 (previously presented): The system according to Claim 12, further comprising:

2 means for programmatically creating a revised shopping list which excludes the
3 programmatically remembered items; and

4 means for determining whether items expected at a particular one of the merchants were
5 available for purchase, and if not, programmatically recomputing the shopping path after adding
6 the items which were unavailable to the revised shopping list.

1 Claim 14 (currently amended): A computer program product for optimizing a shopping list
2 process, the computer program product embodied on one or more computer-usable media and
3 comprising:

4 computer readable program code means for identifying a plurality of items on a shopping
5 list;

6 computer readable program code means for identifying one or more factors which a user
7 wishes to use in optimizing a shopping path for the identified items;

8 computer readable program code means for programmatically determining a plurality of
9 merchants and locations thereof where the identified items may be purchased; and

10 computer readable program code means for programmatically computing the shopping
11 path such that the user can use the shopping path to travel among the locations of at least two
12 selected ones of the merchants, wherein the selected merchants are selected according to the one
13 or more identified factors.

1 Claim 15 (previously presented): The computer program product according to Claim 14, further
2 comprising computer readable program code means for programmatically remembering which
3 items from the shopping list have been purchased while traveling to each successive merchant on
4 the computed shopping path.

1 Claim 16 (previously presented): The computer program product according to Claim 15, further
2 comprising:

3 computer readable program code means for programmatically creating a revised shopping
4 list which excludes the remembered items; and

5 computer readable program code means for determining whether items expected at a
6 particular one of the merchants were available for purchase, and if not, programmatically
7 recomputing the shopping path after adding the items which were unavailable to the revised
8 shopping list.

1 Claim 17 (previously presented): The method according to Claim 1, wherein a nearest neighbor
2 algorithm implementation is are used by the programmatically computing step.